

CHARACTER NAME

PLAYER

STAR WARS

ROLEPLAYING GAME

CHARACTER RECORD SHEETS

CLASS

SPECIES

CHARACTER LEVEL

CLASS LEVEL

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

	ABILITY SCORE	ABILITY MODIFIER	[TEMP] SCORE	[TEMP] MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL
VITALITY	
DEFENSE	
	TOTAL

	TOTAL
SPEED	
BASE ATTACK BONUS	
FORCE POINTS	

	TOTAL
WOUNDS	
	CURRENT
	VITALITY DIE
DEFENSE	
	TOTAL

	TOTAL
INITIATIVE MODIFIER	
	TOTAL
REPUTATION	
	TOTAL

LIGHT SIDE/DARK SIDE DICE

DARK SIDE POINTS

TOTAL

	SAVING THROWS	TOTAL
FORTITUDE [CONSTITUTION]		
REFLEX [DEXTERITY]		
WILL [WISDOM]		
MELEE ATTACK BONUS		
RANGED ATTACK BONUS		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

ARMOR/ PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

SKILLS

MAX RANKS

/

CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	Appraise ■	INT				
<input type="checkbox"/>	Astrogate	INT				
<input type="checkbox"/>	Bluff ■	CHA				
<input type="checkbox"/>	Climb ■	STR*				
<input type="checkbox"/>	Computer Use ■	INT				
<input type="checkbox"/>	Craft () ■	INT				
<input type="checkbox"/>	Demolitions	INT				
<input type="checkbox"/>	Diplomacy •	CHA				
<input type="checkbox"/>	Disable Device	INT				
<input type="checkbox"/>	Disguise •	CHA				
<input type="checkbox"/>	Entertain () ■	CHA				
<input type="checkbox"/>	Escape Artist ■	DEX*				
<input type="checkbox"/>	Forgery ■	INT				
<input type="checkbox"/>	Gather Information ■	CHA				
<input type="checkbox"/>	Handle Animal	CHA				
<input type="checkbox"/>	Hide ■	DEX*				
<input type="checkbox"/>	Intimidate ■	CHA				
<input type="checkbox"/>	Jump ■	STR*				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Knowledge ()	INT				
<input type="checkbox"/>	Listen ■	WIS				
<input type="checkbox"/>	Move Silently ■	DEX*				
<input type="checkbox"/>	Pilot ■	DEX				
<input type="checkbox"/>	Profession ()	WIS				
<input type="checkbox"/>	Read/Write Language()	None				
<input type="checkbox"/>	Read/Write Language()	None				
<input type="checkbox"/>	Repair	INT				
<input type="checkbox"/>	Ride ■	DEX				
<input type="checkbox"/>	Search ■	INT				
<input type="checkbox"/>	Sense Motive ■	WIS				
<input type="checkbox"/>	Sleight Of Hand	DEX*				
<input type="checkbox"/>	Speak Language()	None				
<input type="checkbox"/>	Speak Language()	None				
<input type="checkbox"/>	Spot •	WIS				
<input type="checkbox"/>	Survival ■	WIS				
<input type="checkbox"/>	Swim ■	STR				
<input type="checkbox"/>	Treat Injury ■	WIS				
<input type="checkbox"/>	Tumble	DEX*				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

Skills marked ■ can be used Untrained (0 skill ranks). * Armor check penalty, if any, applies.

EXPERIENCE POINTS

[illegible]

LANGUAGES

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>		<input type="checkbox"/>	

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

- ☐ Alter
 - ☐ Force Lightning
 - ☐ Force Whirlwind
 - ☐ Throw Lightsaber
- ☐ Control
 - ☐ Burst Of Speed
 - ☐ Knight Speed
 - ☐ Master Speed
 - ☐ Dissipate Energy
- ☐ Lightsaber Defense
 - ☐ Knight Defense
 - ☐ Master Defense
- ☐ Prolong Force
- ☐ Force Mastery
 - ☐ High Force Mastery
- ☐ Sense
 - ☐ Deflects Blasters
 - ☐ Force Mind
 - ☐ Knight Mind
 - ☐ Master Mind

CHARACTER ILLUSTRATION

WEAPON/LIGHTSABER SKETCH

<input type="checkbox"/> Acrobatic	<input type="checkbox"/> Power Attack
<input type="checkbox"/> Alertness	<input type="checkbox"/> Cleave
<input type="checkbox"/> Ambidexterity	<input type="checkbox"/> Great Cleave
<input type="checkbox"/> Animal Affinity	<input type="checkbox"/> Quick Draw
<input type="checkbox"/> Armor Proficiency (Light)	<input type="checkbox"/> Quickness
<input type="checkbox"/> Armor Proficiency (Medium)	<input type="checkbox"/> Run
<input type="checkbox"/> Armor Proficiency (Heavy)	<input type="checkbox"/> Skill Emphasis _____
<input type="checkbox"/> Armor Proficiency (Powered)	<input type="checkbox"/> Skill Emphasis _____
<input type="checkbox"/> Athletic	<input type="checkbox"/> Sharp-eyed
<input type="checkbox"/> Blind-fight	<input type="checkbox"/> Spacer
<input type="checkbox"/> Cautious	<input type="checkbox"/> Starship Dodge
<input type="checkbox"/> Dodge	<input type="checkbox"/> Starship Operation _____
<input type="checkbox"/> Mobility	<input type="checkbox"/> Starship Operation _____
<input type="checkbox"/> Spring Attack	<input type="checkbox"/> Stealthy
<input type="checkbox"/> Whirlwind Attack	<input type="checkbox"/> Toughness
<input type="checkbox"/> Endurance	<input type="checkbox"/> Track
<input type="checkbox"/> Exotic Weapon Proficiency _____	<input type="checkbox"/> Trustworthy
<input type="checkbox"/> Expertise	<input type="checkbox"/> Two-weapon Fighting
<input type="checkbox"/> Fame	<input type="checkbox"/> Improved Two-weapon Fighting
<input type="checkbox"/> Force-sensitive	<input type="checkbox"/> Weapon Finesse _____
<input type="checkbox"/> Frightful Presence	<input type="checkbox"/> Weapon Finesse _____
<input type="checkbox"/> Gearhead	<input type="checkbox"/> Weapon Focus _____
<input type="checkbox"/> Great Fortitude	<input type="checkbox"/> Weapon Focus _____
<input type="checkbox"/> Heroic Surge	<input type="checkbox"/> Weapon Group _____
<input type="checkbox"/> Improved Initiative	<input type="checkbox"/> Weapon Group _____
<input type="checkbox"/> Infamy	<input type="checkbox"/> Weapon Group _____
<input type="checkbox"/> Iron Will	<input type="checkbox"/> Weapon Group _____
<input type="checkbox"/> Lightning Reflexes	<input type="checkbox"/> Weapon Group _____
<input type="checkbox"/> Low Profile	<input type="checkbox"/> Zero-g Combat
<input type="checkbox"/> Martial Artist	<input type="checkbox"/> _____
<input type="checkbox"/> Mimic	<input type="checkbox"/> _____
<input type="checkbox"/> Nimble	<input type="checkbox"/> _____
<input type="checkbox"/> Persuasive	<input type="checkbox"/> _____
<input type="checkbox"/> Point Blank Shot	_____
<input type="checkbox"/> Far Shot	_____
<input type="checkbox"/> Precise Shot	_____
<input type="checkbox"/> Rapid Shot	_____
<input type="checkbox"/> Multishot	_____
<input type="checkbox"/> Shot On The Run	_____

MAX RANKS

4

CROSS CLASS	SKILL NAME	FEAT	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	Affect Mind	Alter	Cha	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Battlemind	Control	Con	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Empathy ■	Force	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	En. Ability	Force	Con	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	En. Senses	Sense	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Farseeing	Sense	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Fear ■ †	Sense	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Force Defense ■	Control	Con	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Force Grip ■ †	Alter	Int	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Force Push	Alter	Int	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Force Stealth ■	Control	Con	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Friendship	Force	Cha	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Heal Another ■	Alter	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Heal Self ■	Control	Con	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Move Object ■	Alter	Int	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	See Force ■	Sense	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	Telepathy	Sense	Wis	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	_____	_____	_____	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	_____	_____	_____	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	_____	_____	_____	_____ + _____	_____ + _____	_____ = _____	
<input type="checkbox"/>	_____	_____	_____	_____ + _____	_____ + _____	_____ = _____	

Skills marked ■ can be used Untrained (0 skill ranks). * Armor check penalty, if any, applies. † Use of this skill earns a dark side point.

NOTES